Russki Duck™

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SYSTEM REQUIREMENTS

Apple®II, II+ or Franklin Ace™ 1000 • 48K RAM
DOS 3.3 • One Disk Drive

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Russki Duck
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SINGLE SIDED
DUAL DENSITY

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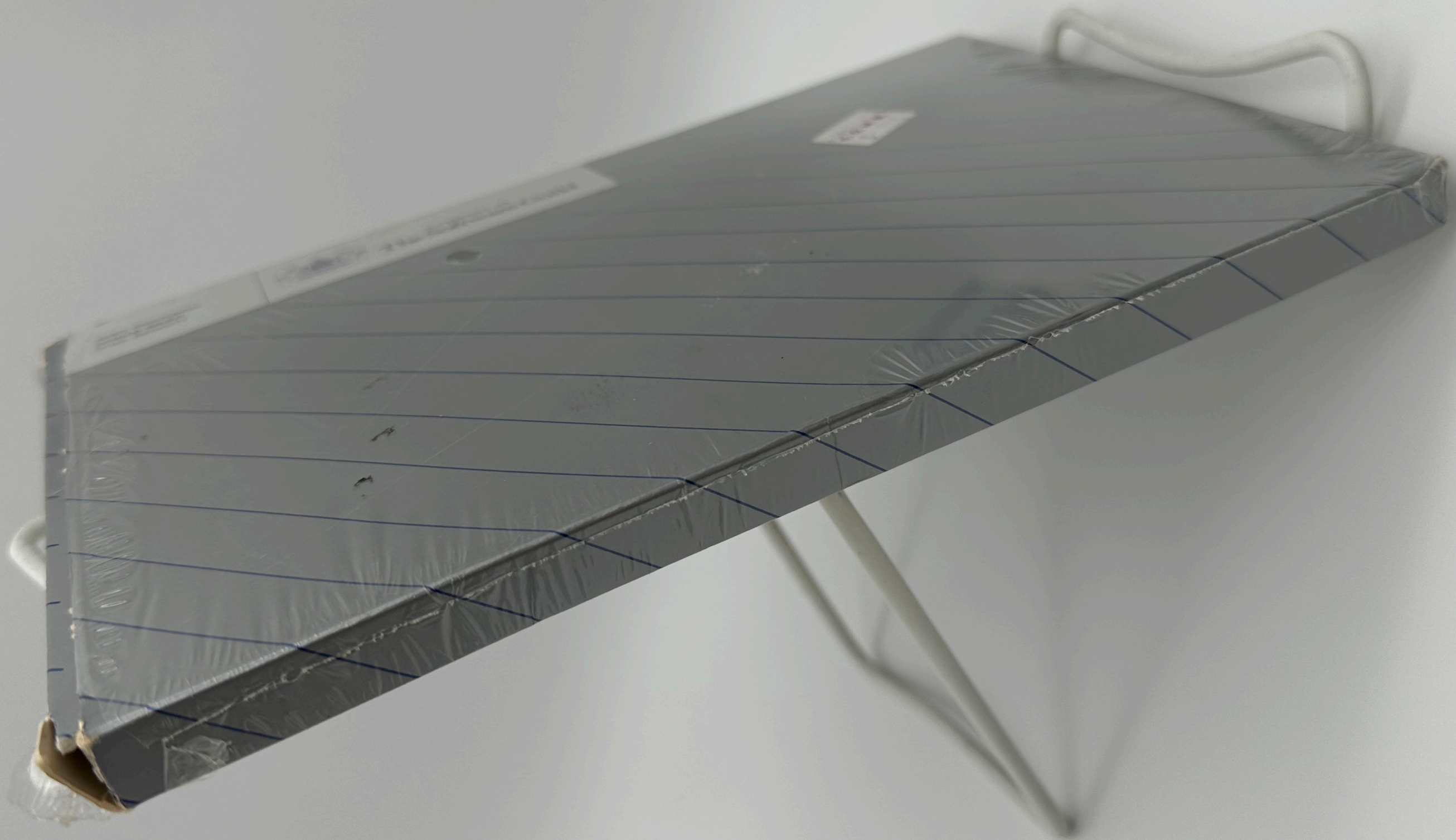
C. O. M. B.



Softsmith
Russki Duck
APPLE II
FRANKLIN 1012

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PACKAGE CONTENTS

Russki Duck Diskette
Warranty Card
Instruction Booklet

OVERVIEW

FROM: Director, CIA, Washington, D.C.
TO: Special Agent

A copy of the top secret plans for the MX missile system have fallen into enemy hands. Intelligence has intercepted a coded message that reads "...get the duck from the crate and be ready to leave by midnight." We assume foreign agents have hidden the plans inside a decoy duck and intend to smuggle them out of the country in a crate—unless you can stop them. As our top agent, you must find the plans and put them back in the security room in the CIA building. This is not an easy assignment. You must use a variety of tools to get to the plans, and enemy agents have a habit of moving things around and planting deadly booby traps to confuse you. Good luck!! The future of the Free World may depend on you.

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Protect
Protéger
Proteger
Schützen
Proteggere
保 護

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絶対禁止

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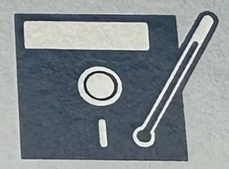

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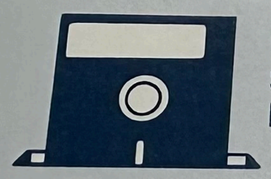

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Insertar con cuidado
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Inserire con cura
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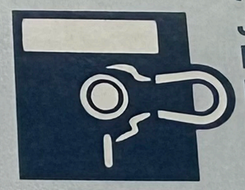

Never
Jamais
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Giammai
絶対禁止

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Russki Duck

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32502

OVERVIEW

A. Washington, D.C.

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Russki Duck Diskette
Warranty Card
Instruction Booklet

OVERVIEW

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OBJECTS

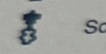
In playing Russki Duck you will see a variety of objects on the screen at different times. The following list includes most, but not all, of them. As many of the objects have a specific purpose, learn to recognize and use them.

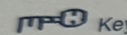
You

Foreign Agents

Crate (marked with an X on top)

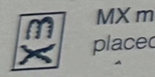
Hammer - opens crates and disables foreign agents if they try to attack you

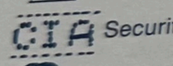

Screwdriver - deactivates bombs

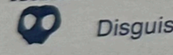

Key - opens the duck

Bomb - the booby trap planted inside crates to confuse and kill you (You have about 10 seconds to leave the room before it blows up, or you can deactivate the bomb with the screwdriver and be rewarded for your bravery.)

Duck - where the plans are hidden


MX missile plans - must be returned to the CIA security room and placed behind the security gate to win


Security card - opens the CIA security gate


Disguise - keeps foreign agents from recognizing you

Other objects you may encounter include jewels, strawberry, cars, IBN computer and flowers.

HOW TO PLAY RUSSKI DUCK

After you have "booted" Russki Duck, the screen will read, ***Mission Russki Duck..., Agents—5, Bonus $000000, Hit a Key.*** This means you have five agents, and that your bonuses are in dollars. When you hit a key you'll find yourself in the CIA building. Try moving yourself around. You must leave the building by locating the proper exit and begin searching for the proper tools needed to accomplish your mission.

On the Street and Inside Buildings

The first time you play Russki Duck you may have trouble finding yourself once you move outside the CIA building. This is because you have changed shape into a small square. Look at the upper right-hand building and press (—) to see yourself. Then begin moving in and out of the buildings to locate the tools and objects you need.

Locating Tools and Objects

Any building may or may not contain certain objects at a particular time. Furthermore, enemy agents may move objects from their proper places to any other building in an attempt to confuse you. (For example, you would expect to find a hammer in the hardware store—but those tricky agents may have moved it and put jewelry there instead.) Because the CIA wants to improve its public image, you can receive bonus points for returning misplaced objects to their proper locations. There is also a secret message hidden among the objects. Find it for an additional bonus.

Picking up, Dropping and Using Objects

To pick up an object, position yourself next to or over it and press ⟨SPACE BAR⟩. Press ⟨SPACE BAR⟩ again to drop the object. To use an object you must be holding it. Move over next to or over the object you want to act on and press ⟨S⟩. Many of the objects you will find in the buildings have special uses, so study the list of objects above before beginning to play. But remember, you can pick up only one object at a time.

Those Tricky Foreign Agents

The foreign agents have more than one trick up their sleeves. In addition to moving things around and planting deadly bombs, they can steal any object you may be carrying and can outright kill you. Your only protection against them is to keep moving.

Winning the Game

Your primary objective in Russki Duck is to return the plans to the security room. It is the room with the security gate (flashing line) within the CIA building. Don't forget to present your security card!